



MANUAL



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SYSTEM REQUIREMENTS

WINDOWS®

Minimum Hardware Configuration

- 486/66 processor
- Double-speed CD-ROM drive
- 16MB RAM
- 15MB available hard disk space
- 13" Super VGA display (640x480 pixels) capable of displaying 256 colours
- Soundblaster® or 100% compatible sound card
- Mouse

Software

- Windows 3.1 or Windows® 95
- QuickTime® 2.1 for Windows (included)

Recommended for improved performance

- PC with Pentium® processor
- 20MB or more RAM
- Quad-speed or faster CD-ROM drive
- High-quality headphones or external loudspeakers

INSTALLATION

Please take the time to review the 'Read Me' file located in the 'The Last Resort' program group or folder. This file contains important information about program optimization, known incompatibilities, and other information too recent to be included in this manual.

Installing 9 in Windows 95

9 now supports Autoplay under Windows 95 and NT 4.0. To install 9, simply start your computer, insert the CD into the CD-ROM drive, and follow the onscreen instructions.



Installing 9 in Windows 3.1

1. Start your computer and insert the CD into the CD-ROM drive.
2. From the top left hand corner of the Program Manager Window, Click on 'File'.
3. From the drop down menu, click on 'Run'.
4. In the Dialog box type 'D:\SETUP16.EXE' file, where D: is the appropriate letter for your CD-ROM drive.
5. Click on OK and follow all on screen instructions. When installation is complete, the installer will automatically restart Windows.
6. To run the game after installation, double click on the 'The Last Resort' program group in the program manager window.
7. Then double-click the 'Nine' icon to launch the program.

TROUBLESHOOTING

9 is designed to use the full multimedia capabilities of your computer. Performance may vary according to the configuration of your computer system and CD-ROM drive.

For best results, do not use any other programs and turn off all background processes (such as virtual memory, screen savers, and networking services) while playing 9.

If you are having problems running 9, try the following:

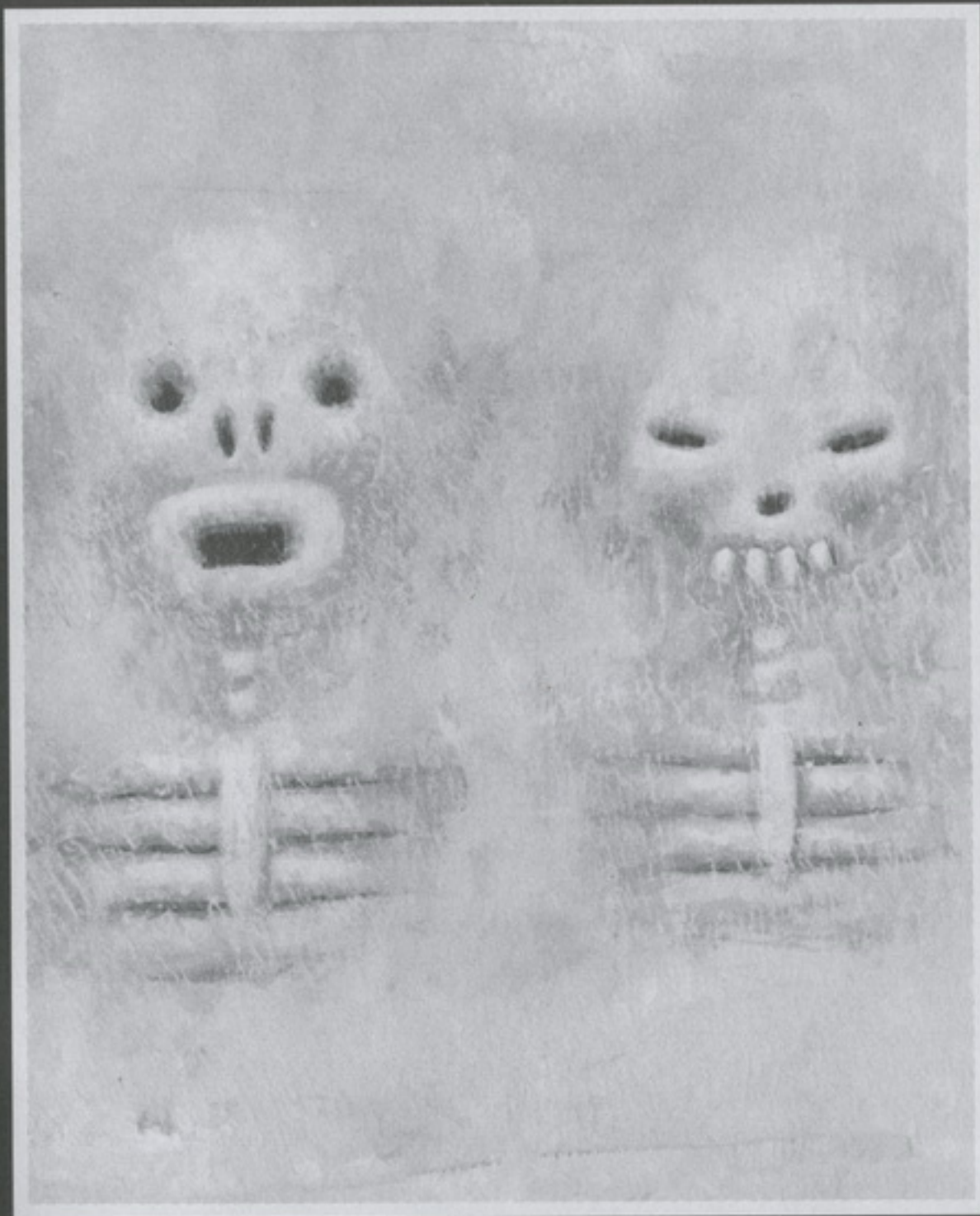
- Make sure you have an appropriate system configuration as described in the System Requirements section of this booklet. In particular, make sure you have enough available system memory.
- Make sure you have installed both the 9 program files and the necessary system extensions, including QuickTime or QuickTime for Windows. For more information, refer to the Installation section in this booklet.

If you are using a PC running Windows:

- Make sure you have turned off any virtual memory and networking services.
- Many video problems can often be traced to incompatible drivers for the video board. If all else fails, it often works to substitute the generic Microsoft SVGA driver that comes with Windows.
- Make sure your CD-ROM drive is properly configured and that the CD-ROM cache is not too large.

For more information regarding system configurations, please refer to the documentation that came with your computer or contact your dealer. For more detailed troubleshooting information, refer to the Read Me file on the CD-ROM.

Note: Depending on your system, you may experience delays of a minute or more as 9 loads some of the larger puzzles into memory. This is normal, and does not signify a problem with either your system or the game.



GAME CONTROL OPTIONS

9's game control options are under the control of Isadora, the fortune-teller. To access Isadora anytime during gameplay, press \mathcal{H} -M (Macintosh), or [Ctrl]-M (Windows). Isadora will provide you with options for starting a new game, opening and saving existing games, and quitting. She will also enable you to set gameplay preferences and view the credits sequence.

Note that if you have continued playing a game without saving, Isadora will prompt you to save your game before allowing you to start a new game, open another game, or quit.

When you summon Isadora, she will lay out cards identifying your options. Click the appropriate card to indicate your choice.

Starting a New Game

From Isadora's main screen, click the card labeled 'New'.

Opening a Previously Saved Game

From Isadora's main screen, click the card labeled 'Open'. Isadora will present you with a list of previously saved games. Select the game you wish to open and click the 'Open' card (or just double-click the game's name in the list). Isadora will retrieve your previous game and she'll return you to where you left off when you last saved the game.

Note: the 'Open' card will be disabled if there are no saved games available.

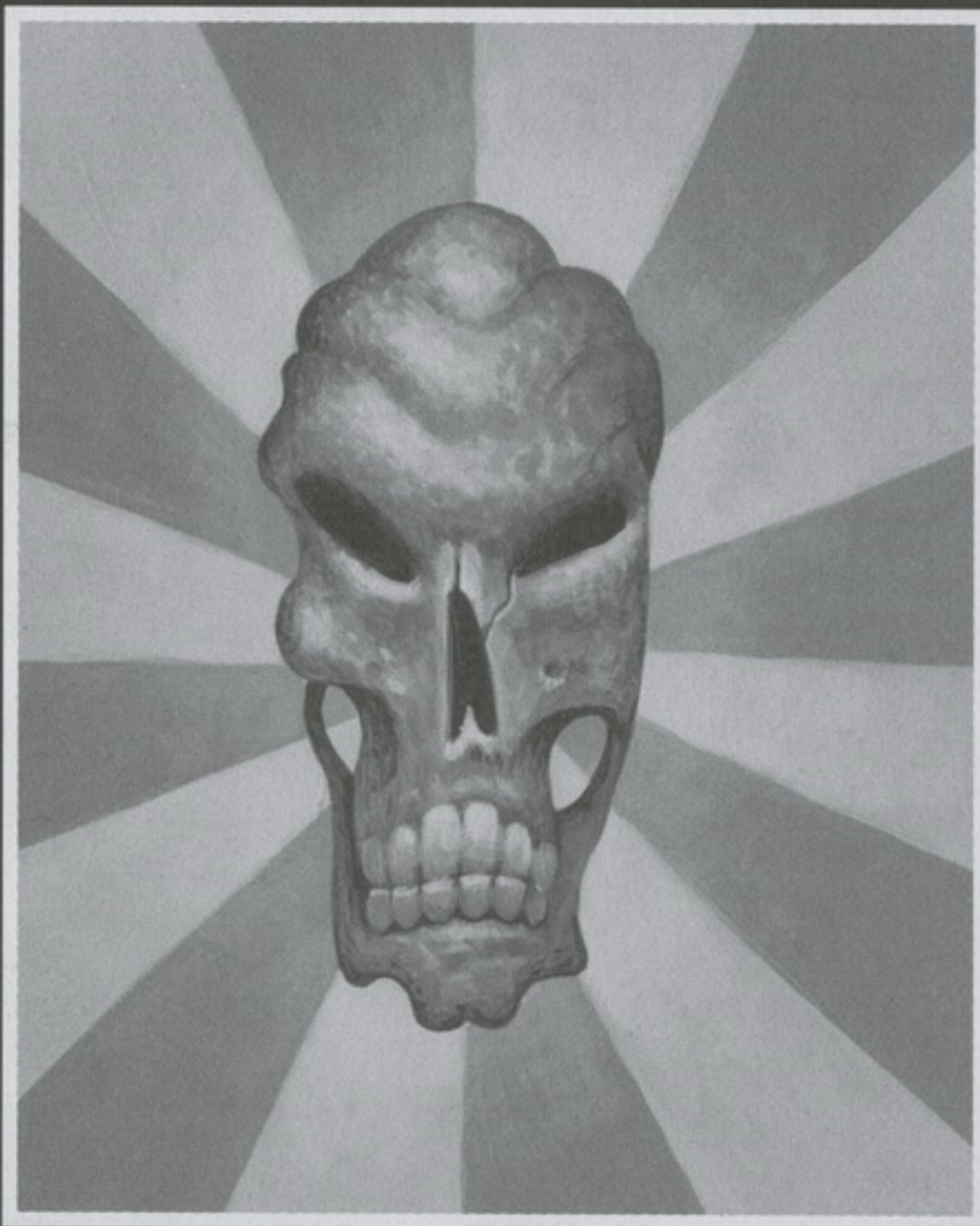
Saving the Current Game

From Isadora's main screen, click the card labeled 'Save'. Isadora will save your current game, or prompt you to enter a name for the game if it has not previously been saved. She will then return you to your previous location in The Last Resort.

Note: the 'Save' card will be disabled if no changes have been made to the game since it was last saved.

Saving the Current Game Under a Different Name

From Isadora's main screen, click the card labeled 'Save As'. Isadora will request a new name to identify the game, and will then save the game under that name. She will then return you to your previous location in The Last Resort. From this point on, any changes you make will be saved under the new name.



Quitting 9

From Isadora's main screen, click the card labeled 'Quit'. Isadora may ask if you wish to save your current game before allowing you to exit.

Setting Gameplay Preferences

Isadora also grants you access to various gameplay preferences. To access preferences, summon Isadora's main screen and click the moon labeled 'prefs' (the full moon image to the right of Isadora).

The **Volume Knob** allows you to set the overall sound level for the game. By default, the sound level is set to 5.

The **Zip Mode Switch** lets you enable or disable Zip Mode, which provides fast access to locations you have already visited in The Last Resort. By default, Zip Mode is disabled. (For further information on Zip Mode navigation, see the Moving Around section below.)

The **Best Transitions Switch** allows you to toggle between fully animated transitions and faster dissolve transitions as you explore The Last Resort. By default, Best Transitions are enabled. If you are running the game on a slower machine (68040 Mac or a 80486 PC) or in low-memory situations, you may want to disable Best Transitions for improved performance.

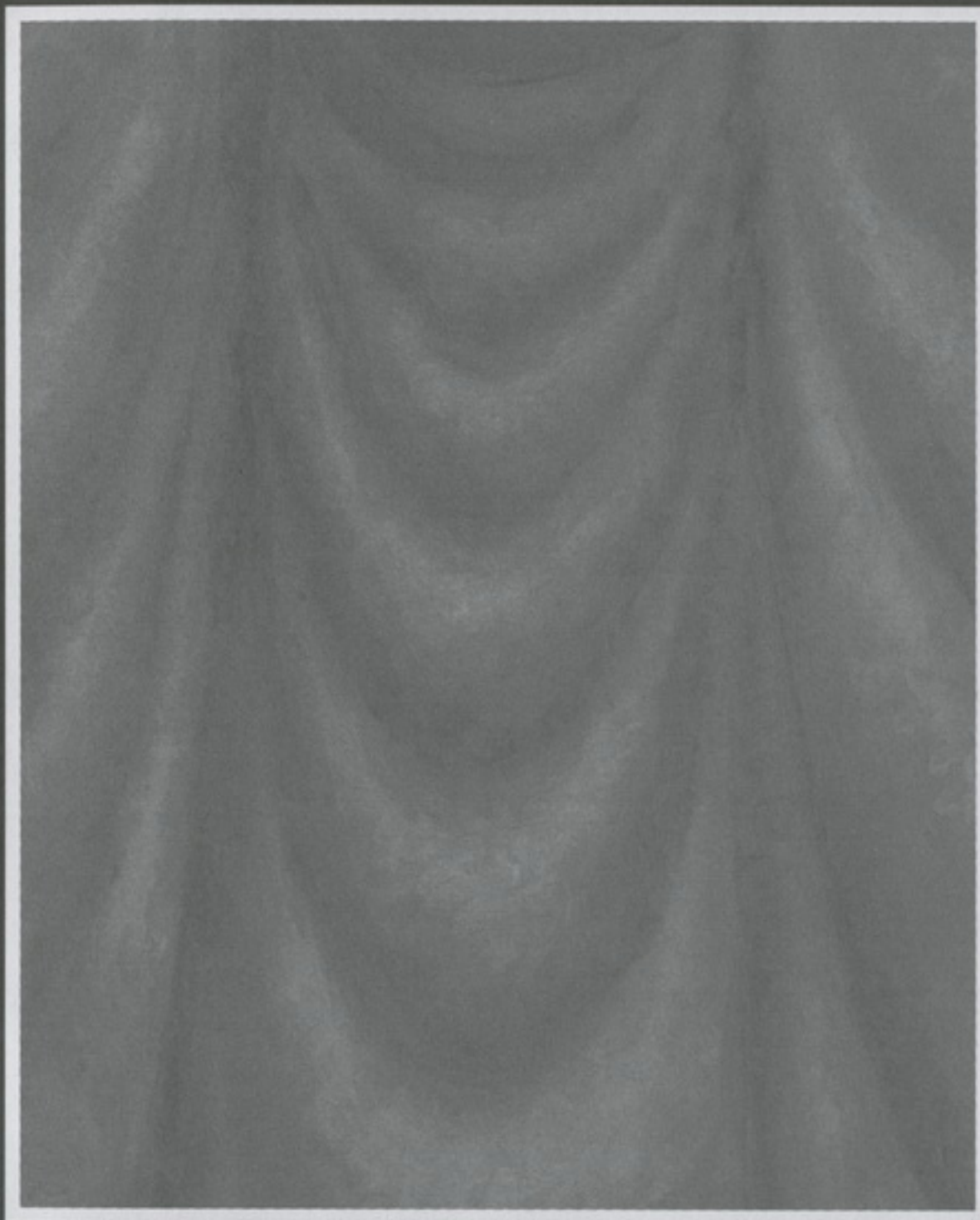
The Preferences screen also provides a **Color Wheel**, grayscale strip and test image that you can use to adjust your monitor's brightness and contrast settings for an optimal match with The Last Resort's color scheme.

Viewing the Credits Sequence

To see a list of wandering minstrels who helped make 9 a reality, summon Isadora and choose the moon labeled 'Credits' (the moon image to the left of Isadora).

Using Keyboard Shortcuts

Many of the game controls described above are also available directly via keyboard shortcuts (see the Quick Reference section for more information). When you summon Isadora by one of these shortcuts, she will immediately deal out cards relating to the specified shortcut.



PLAYING THE GAME

Exploring The Last Resort is very intuitive. All navigation, manipulation and movement take place by pointing and clicking the mouse cursor on the screen.

Moving Around

To move around, simply point the cursor where you would like to go and click. If you want to move forward, click straight ahead. If you want to turn left or right, click on the left or right edge of the screen.

The shape of the cursor will change as you move it around the screen, indicating which directions are available to you. A Forward Arrow indicates that clicking will allow you to move you forward;



Left and Right arrows indicate that you can turn in the corresponding direction. In some locations, it may also be possible to look up (Up arrow) or down (Down arrow), and to move forward in several directions (Forward-left or Forward-right arrow) from the same location. Additionally, holding down the [Shift] key and clicking will usually let you move backwards to your previous location.

Best Transitions

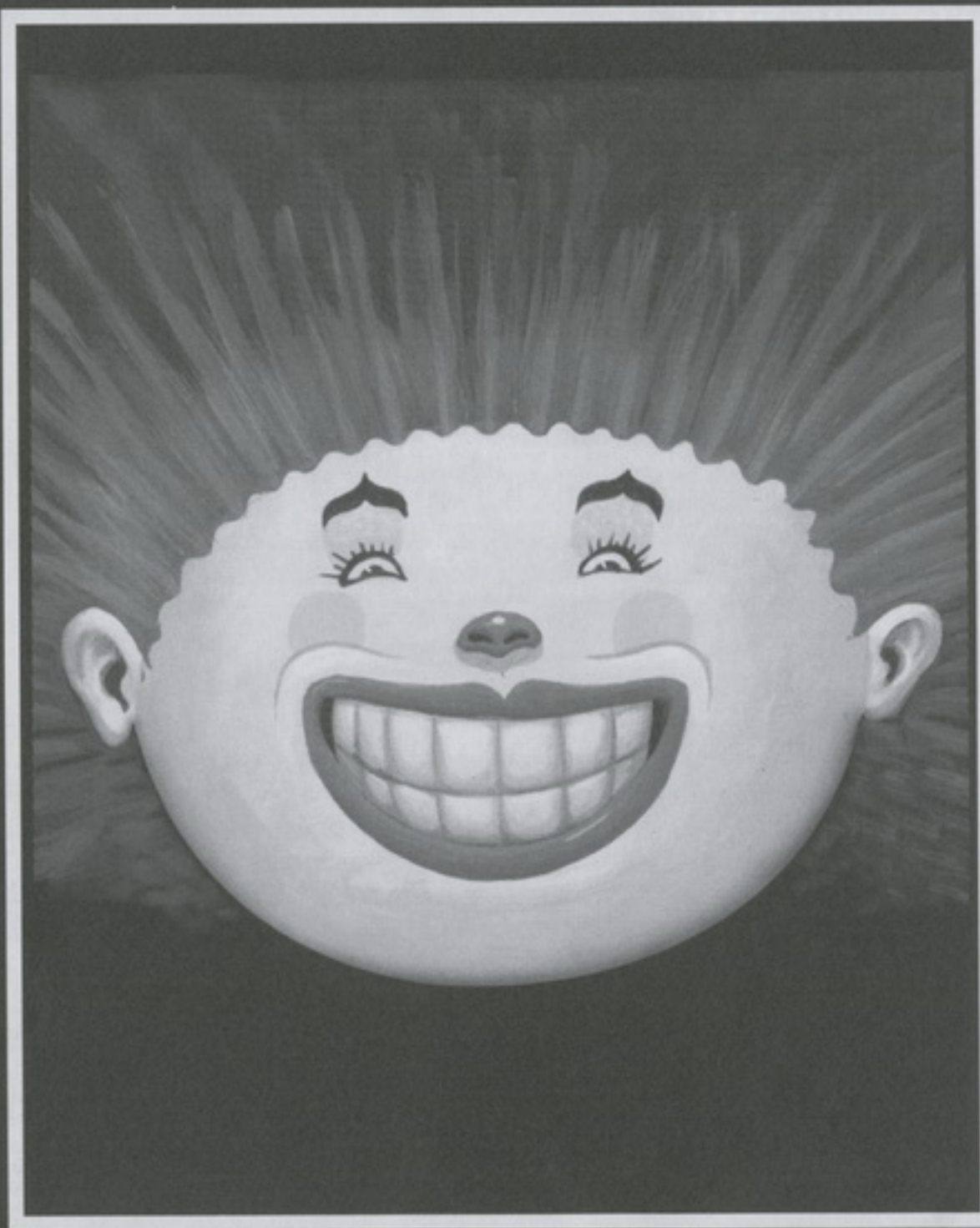
By default, the Best Transitions mode is enabled, providing fully animated transitions as you move around The Last Resort. To switch to faster dissolve transitions, use the Preferences screen described in the Setting Gameplay Preferences section above, or press \mathbb{H} -T/[Ctrl]-T. Disabling Best Transitions is recommended if you are running 9 on a slower machine (68040 Mac or 80486 PC) or in low-memory situations.

Zip Mode

Zip Mode allows you to 'jump' directly to locations you have already visited without stopping at intermediate locations. To enable Zip Mode, use the Preferences screen described in the Setting Gameplay Preferences section above, or press \mathbb{H} -Z/[Ctrl]-Z.






Note that Zip Mode access, when enabled, is only available for locations you have already visited. Be careful not to miss any details in the areas you are skipping!




Manipulating Objects

If you want to examine, manipulate, or pick up an object, just click on it, or click and drag it as you would in real life. Some objects are portable; click to pick them up or put them down.

Use 9's cursor feedback to discover objects of interest as you explore The Last Resort. For instance, it is possible to move levers, turn valves and interact with other objects by dragging them in the appropriate direction. If an object can be dragged, your cursor will change to a grabbing hand.  If an object has a button or key to press, the cursor will change to a pointing finger. 

Some objects may be picked up for closer examination or may have other special significance. When you see the  cursor, a click will let you access the object.

Portable Objects

As you explore, you will also encounter objects that can be picked up and moved from one location to another. When you are carrying such an object, the cursor changes to include a small red dot.  To see the object you are carrying, simply press the space bar and the object will appear for a few moments. The object will also appear automatically if you move the cursor to a location where portable objects can be picked up or retrieved. You can then click to place the object in the designated area. Not all objects can be placed in all designated locations, and you can only carry a single object at a time. If you are already carrying something when you encounter a new object, clicking will cause the objects to switch places.

Also note that some objects are more valuable than others; consequently, it can be unwise to leave certain objects out of your possession or in an unprotected location...

When a portable object is returned to its 'correct' location, the object locks into place and can no longer be removed.

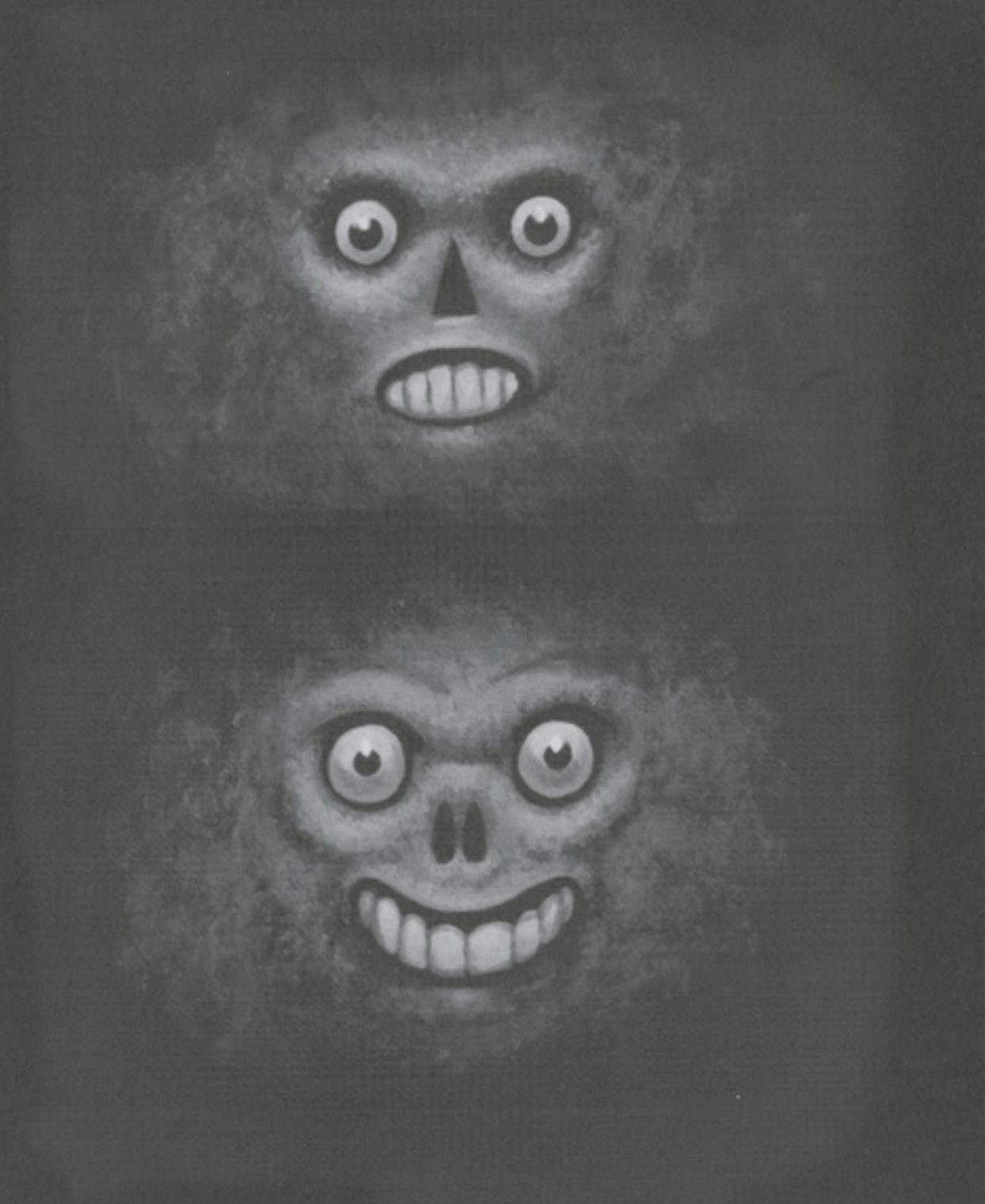
Interacting with Characters

9 is populated with a variety of muses and other characters — pay attention, their stories may give you valuable insights in your quest to unravel the mysteries of The Last Resort!

QUICK REFERENCE

The following keyboard shortcuts are available at any time during gameplay:

| Key | Action |
|-------------|--|
| [| Turns the volume down. |
|] | Turns the volume up. |
| Spacebar | Temporarily displays the object you are carrying, if any. |
| [Shift] | Displays a Backward cursor, allowing you to move back to your previous location. |
| -T/[Ctrl]-T | Toggles between Best Transitions and Fast Transitions. |
| -Z/[Ctrl]-Z | Enables or disables Zip Mode Navigation. |
| -M/[Ctrl]-M | Summons Isadora and displays 9's Main File screen. |
| -N/[Ctrl]-N | Displays Isadora's New Game screen. |
| -O/[Ctrl]-O | Displays Isadora's Open Game screen. |
| -S/[Ctrl]-S | Saves changes to the current game, or displays Isadora's 'Save As' screen if the game has not yet been given a name. |
| -Q/[Ctrl]-Q | Displays Isadora's Quit Game screen. |





Technical Assistance

Technical Support in the case of faulty disks, you should return the disks **ONLY**, not the packaging. Return the disks with a covering letter containing details of the fault, your name and address to:

GT Interactive Software (Europe) Ltd., Willow Grange, Church Road, Watford, Herts WD1 3QA, United Kingdom.

We will attempt to replace the disks within 28 days of receipt. If you encounter technical problems with the disks you should write to the above address or call the Technical Helpline which operates between the hours of 9am and 6pm (Central European Time), Monday — Friday, please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call.

English speaking customers call 01923 209145.

CREDITS

Featuring the Voices of:

James Belushi as Salty
Cher as Isadora
Steven Tyler and Joe Perry as the
Twins, and Christopher Reeve as
Thurston Last

Executive Producers:

Robert De Niro
Jane Rosenthal

Directed By:

Buzz Hays

Art Direction:

Mark Ryden

Produced By:

Buzz Hays
Peter Rosenthal

Game Design, Animation, and Programming:

David Greene
Marc Blanchard
Nikos Constant
Buzz Hays
Larry Kaye
Brian Kromrey
Neil Lim Sang
Jesse Lindow
Joe Pasquale
Todd Pound
Peter Rosenthal
Michele Thomas

Music and Sound Design:

Marco d'Ambrosio — MarcoCo

For GT Interactive:

Producer:

Nicholas Lavroff

Product Manager:

Tony Kee

Quality Assurance:

Chaka Puplampu

Testing:

PCTest Corporation

Focus Testing:

Robert Dorsett, Steve Goodale,
Nooshin Navidi, Carolyn Skrzydlewski,
Paul Montwillo, Jonathon Krop,
Laura De Young

Special thanks to Harry Rubin, Chris
Garske, Stewart Kosoy, Max Taylor,
Dennis DeSantis, Allyne Mills, and the
Computer Graphics Department of the
Academy of Art College in San
Francisco.

For a complete list of all those who helped make
9 a reality, summon Isadora and choose the
moon labelled 'Credits'.





GT Interactive Software
(Europe) Ltd.

